Course Description

Year 10 Gaming and Multimedia focuses on further developing understanding and skills in computational thinking, such as precisely and accurately describing problems; and the use of modular approaches to solutions. It also focuses on engaging students with specialised learning in preparation for vocational training or learning in the senior secondary years. Students have opportunities to analyse problems and design, implement and evaluate a range of solutions.

When defining problems, students consolidate their algorithmic design skills to incorporate testing and review, and further develop their understanding of the user experience to incorporate a wider variety of user needs. Students develop solutions to complex problems and evaluate their solutions and existing information systems, based on a broad set of criteria, including connections to existing policies and their enterprise potential. They consider the privacy and security implications of how data are used and controlled, and suggest how policies and practices can be improved to ensure the sustainability and safety of information systems.

Technology Process

Students apply a technology process to create or modify products, processes, systems, services or environments to meet human needs and realise opportunities.

Investigating	–	Students investigate issues, values, needs and opportunities.
Designing	–	Students devise and generate ideas and prepare production proposals.
Producing	–	Students produce solutions and manage production processes
Evaluating	–	Students evaluate intentions, plans and actions

Information

Students design, adapt use and present information that is appropriate to achieving solutions to technology changes.

The Nature of Information – Students understand the form, structure, quality and purpose of information products and processes.

Students apply an understanding of the nature of information when designing and presenting information products and processes to meet a need.

Arts Ideas

Students generate arts works that communicate ideas.

Arts Skills and Processes

Students use the skills techniques, processes, conventions and technologies of the arts

Arts Responses

Students use their aesthetic understanding to respond to, reflect on and evaluate the arts

Course Outline

Week	Content
1	Introduction to the concept of programming and its many uses in and out of school. Establish current understanding and experience. Introduce students to the act of planning a program using a flow chart and pseudo code. Explain common symbols used in flowcharts and draw some that represent everyday tasks. Students investigate the Rubik's Cube, including different methods for solving it, and decide upon their preferred method.
2	Introduce Task 1. Experienced students to be extended, and new students to be taught basics • Stage • Sprites • Controls • Animation • Sound
3-5	Continue constructing games and introducing new concepts including: • Variables • Scoring • If statements • Mouse, keyboard, microphone input • Drawing tools
6-8	Work on projects. Fix errors and polish final product.
9	Complete evaluations and submit projects.
10	Investigate character development • Protagonist • Antagonist • Princess • Helper
11	Investigate issues in gaming, such as: • Gender stereotypes • Racial stereotypes • Violence • Health
12-13	Complete Task 2 – Issues in Gaming
14	Introduction to Photoshop basics and controls.
15	Photoshop tutorials. Start Task 3.
16-18	Continue working on Photoshop task.
19	Complete and submit Photoshop task.
20	Introduction to Fireworks animations.
21	Introduction to Dreamweaver website creation: • Site management • Text • Images • Backgrounds

	• Links
22-26	Task 4 – Website production

27-29	Media theory:
	   • Communication
	       o History
	   • Representation
	       o Body image
	
	       o Signifier / Signified

30	Task 5 - Media theory test

31	Introduce advertising theory
	   • Target audience
	Case studies
	   • Branding water
	   • Product placement
	   • Apple

32-35	Task 6 – Video production
36	Introduction to Python programming
37-40	Programming challenges

This course outline may be subject to change, any changes will be communicated to students.

Assessment Outline

Type of assessment	Due Date	Outcomes	Max Score	Weighting
Task 1: Game Programming	Week 9	Technology Process	20	20%
Task 2: Issues in Gaming	Week 13	Information	15	15%
Task 3: Photoshop	Week 19	Technology Process	15	15%
Task 4: Website Production	Week 26	Arts Skills and Processes	20	20%
Task 5: Media Theory Test	Week 30	Arts Responses	10	10%
Task 6: Video Production	Week 35	Arts Ideas Arts Skills and Processes	20	20%
Total				100%

The above weightings are intended to show the importance of each task. The allocation of a grade at the end of a semester is determined based on grade related descriptors issued by School Curriculum and Standards Authority.